

CSCI 3753: Operating Systems

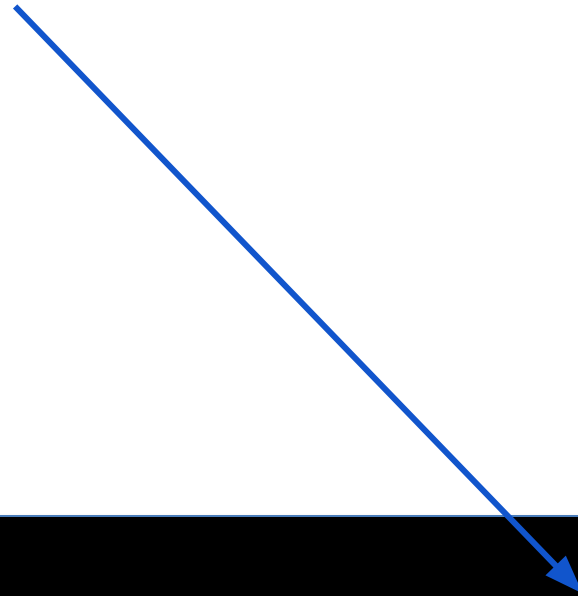
Week 6
October 3rd, 2025






University of Colorado **Boulder**

Announcements

- PA4 due Sunday at midnight!
- Quiz 6 due today at midnight
- Interview grading should be done by end of day today!
- As always recitation materials are stored here



Recap

- PA0,1,2,3 
- Problem Set 1 
- PA4 
- Introduced:
 - Shared queues
 - Mutual exclusion



On-Going

- PA4
 - Create a shared array
- PA5
 - Create a DNS resolver ⚠
- PA6
 - Combine these to create a multi-threaded DNS resolver



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Bounded Buffer Problem!!



On-Going

- PA4
 - Create a shared array
 - Must be:
 - thread safe!
 - built on top of one (or more) contiguous, linear memory arrays
 - Could be:
 - FIFO
 - LIFO
 - Circular queue
 - Cannot have:
 - linked lists, dictionaries, trees, other pre-built data structures in C
 - Turn in both .h (header) and .c files for your shared array



Circular Queue

01
Step

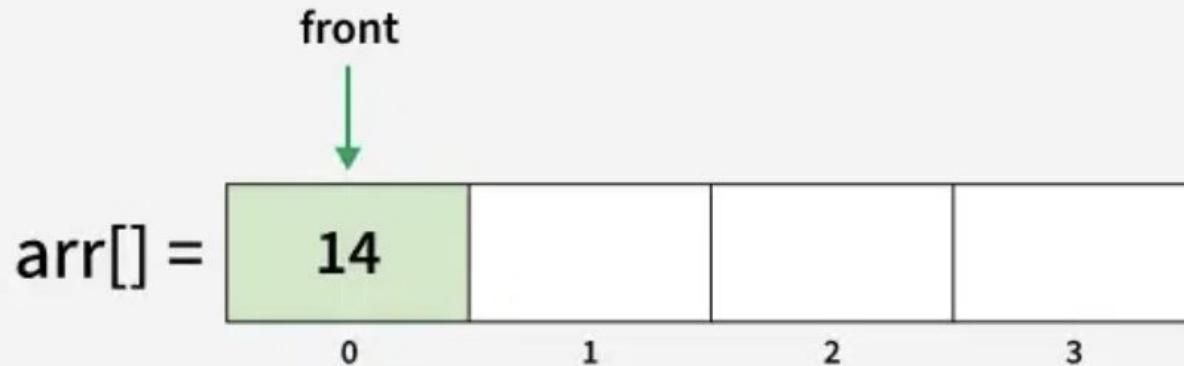
Enqueue element 14

Initially $\text{front} = 0$, $\text{size} = 0$, $\text{capacity} = 4$

$\text{rear} = (\text{front} + \text{size}) \% \text{capacity} = (0 + 0) \% 4 = 0$

$\text{arr}[0] = 14$.

$\text{size} = \text{size} + 1$



Operations in Circular Queue



Circular Queue

02
Step

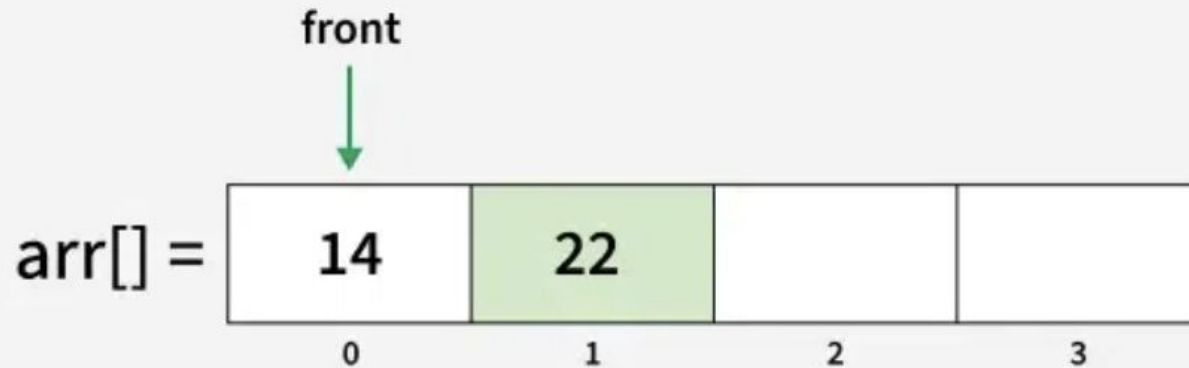
Enqueue element 22

Now front = 0, size = 1, capacity = 4

$\text{rear} = (\text{front} + \text{size}) \% \text{capacity} = (0 + 1) \% 4 = 1$

$\text{arr}[1] = 22.$

size = size + 1



Operations in Circular Queue



Circular Queue

03
Step

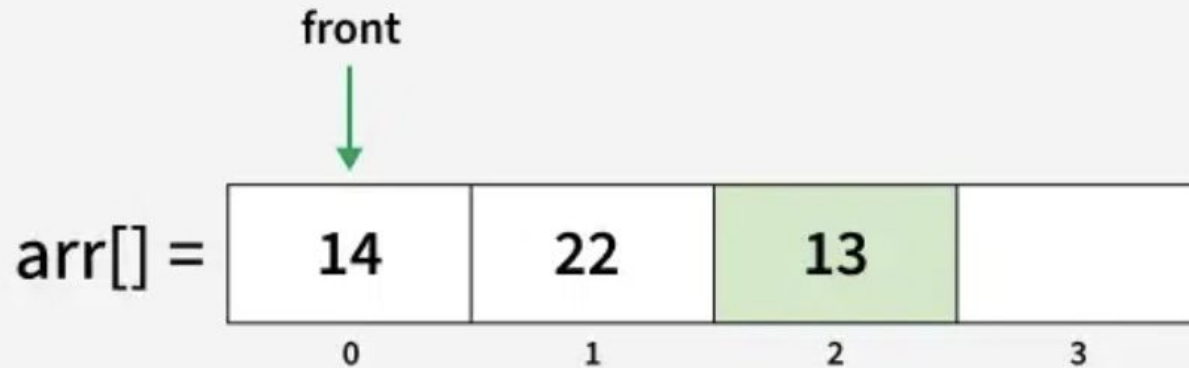
Enqueue element 13

Now front = 0, size = 2, capacity = 4

$\text{rear} = (\text{front} + \text{size}) \% \text{capacity} = (0 + 2) \% 4 = 2$

$\text{arr}[2] = 13.$

size = size + 1



Operations in Circular Queue



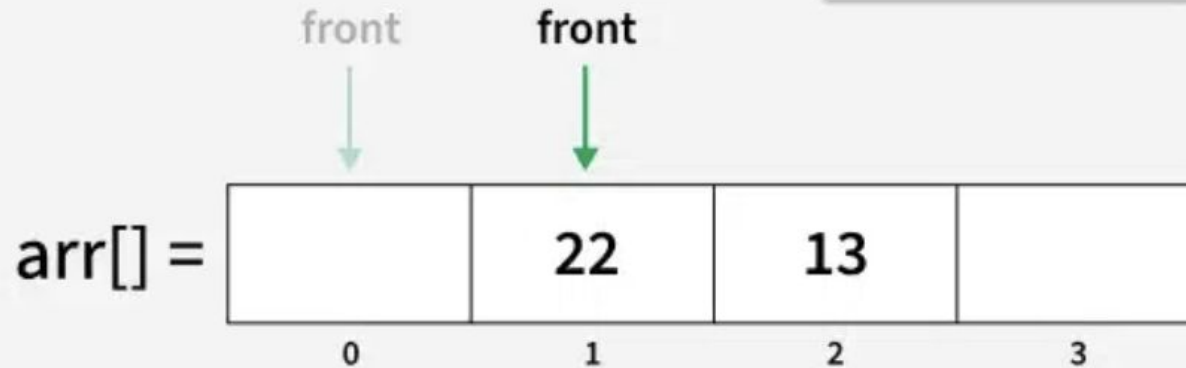
Circular Queue

04
Step

Dequeue

Now front = 0, size = 3, capacity = 4.

$\text{front} = (\text{front} + 1) \% \text{capacity}$
 $\text{size} = \text{size} - 1$



Operations in Circular Queue



Circular Queue

05
Step

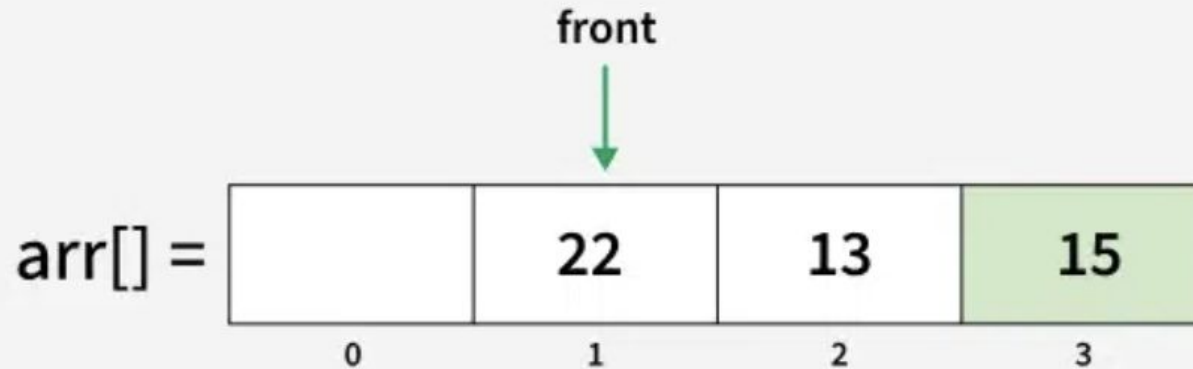
Enqueue element 15

Now front = 1, size = 2, capacity = 4

rear = (front + size) % capacity = (1 + 2) % 4 = 3

arr[3] = 15.

size = size + 1



Operations in Circular Queue



Circular Queue

06
Step

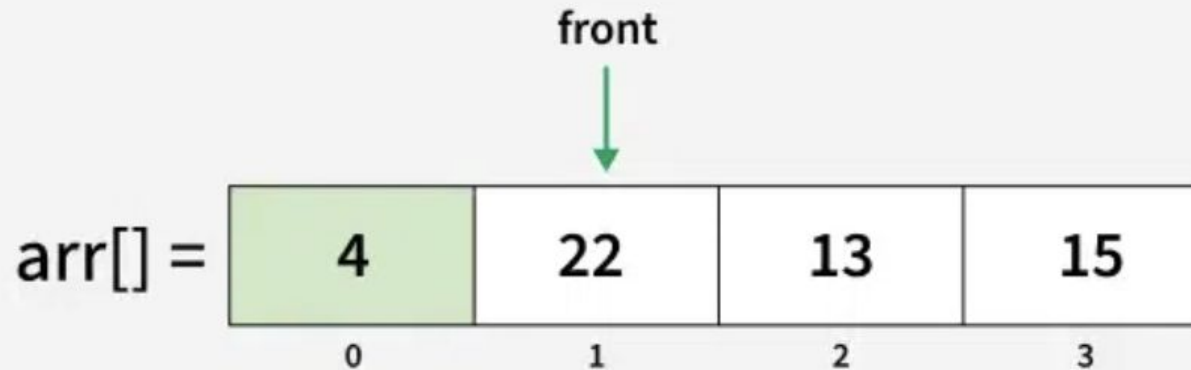
Enqueue element 4

Now front = 1, size = 3, capacity = 4

$\text{rear} = (\text{front} + \text{size}) \% \text{capacity} = (1 + 3) \% 4 = 0$

$\text{arr}[0] = 4.$

size = size + 1



Operations in Circular Queue



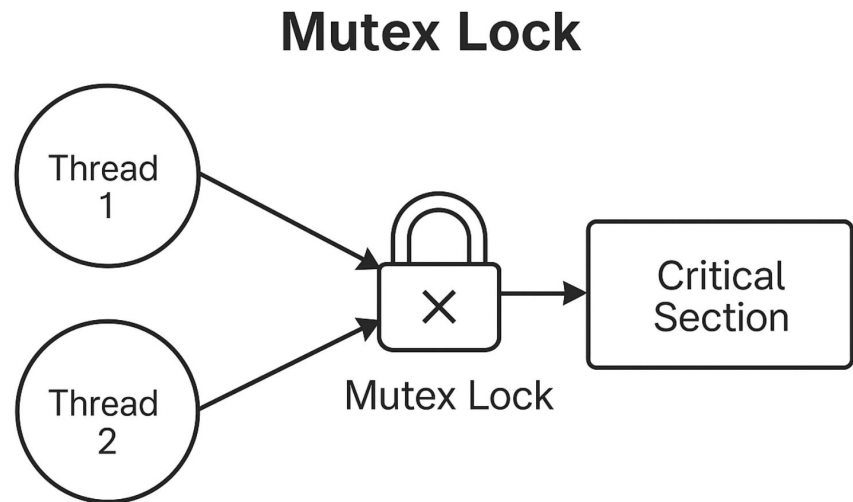
Thread Safe Options

- Mutex Locks
- Semaphores
- Condition variables
- Monitors



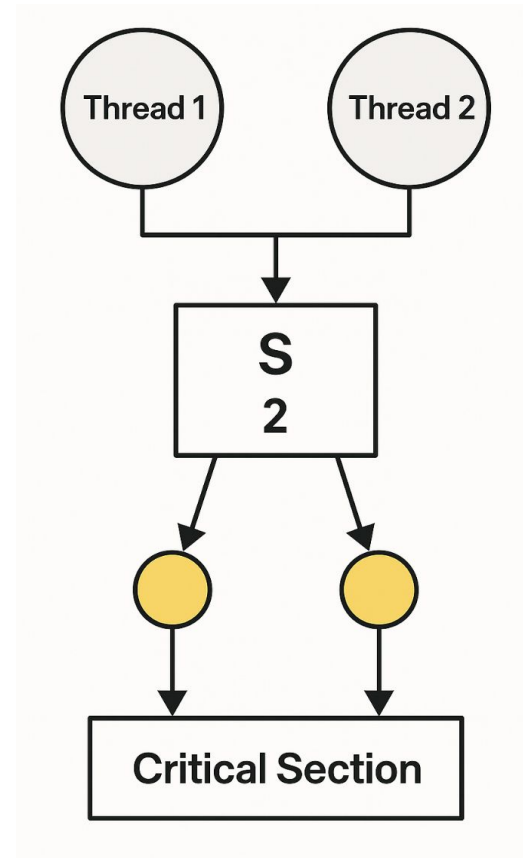
Thread Safe Options

- **Mutex Locks**
 - Guarantee mutual exclusion
 - Only one thread can hold access at a time
 - This thread must be the one to release the lock
 - Simple and efficient
 - No signaling
- Semaphores
- Condition variables
- Monitors



Thread Safe Options

- Mutex Locks
- Semaphores
 - Binary and Counting Semaphores
 - Only binary ensure mutual exclusion
 - Signaling with wait() and signal()
 - Removes busy waiting
- Condition variables
- Monitors



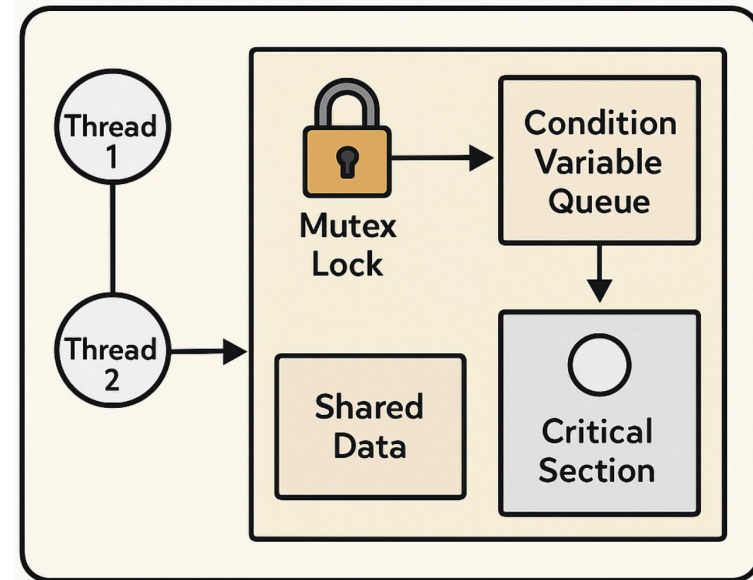
Thread Safe Options

- Mutex Locks
- Semaphores
- Condition variables
 - Allow threads to signal between themselves
 - wait() and signal()
 - No mechanism for mutual exclusion directly
 - Generally combined with mutex locks
 - No resource counting
- Monitors

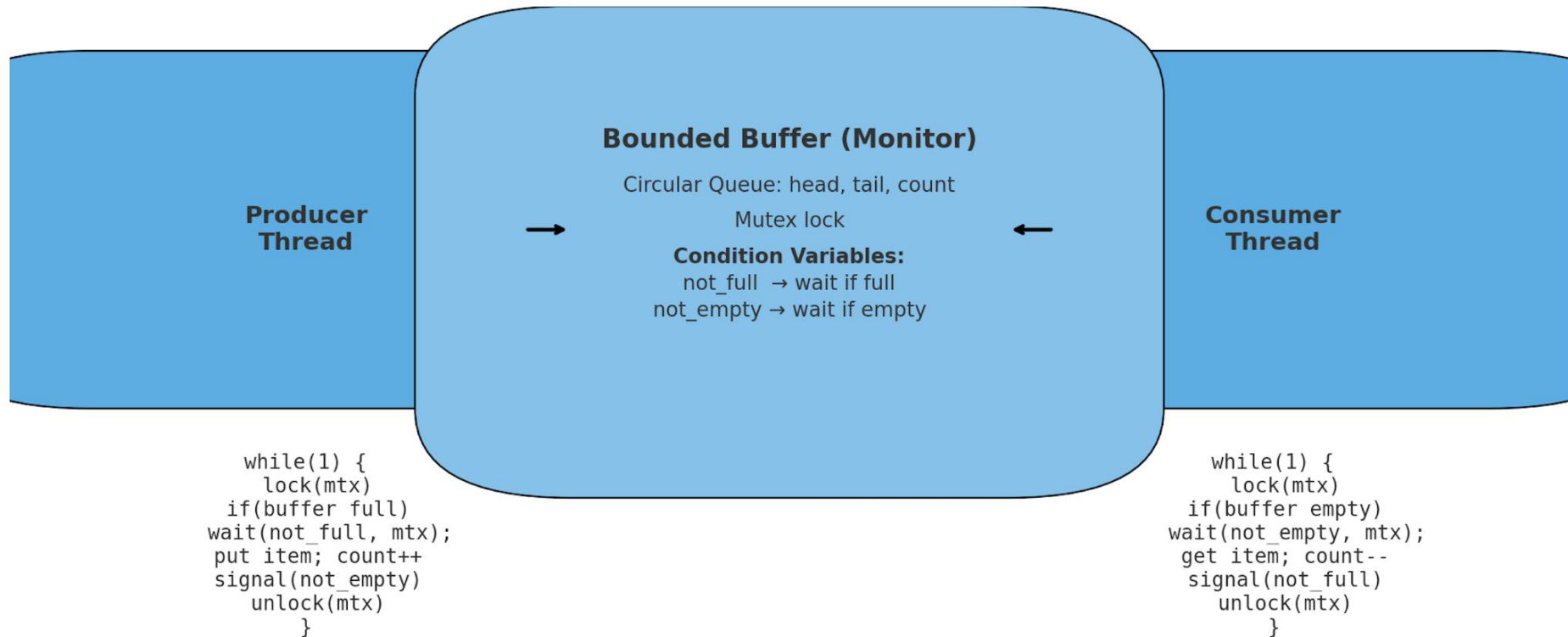


Thread Safe Options

- Mutex Locks
- Semaphores
- Condition variables
- **Monitors**
 - Combine mutex locks and condition variables
 - signaling and mutual exclusion
 - Encapsulate:
 - shared data
 - functions which edit data
 - No resource counting



Monitor-Like Approach



Note: wait(cond, mtx) releases the mutex and suspends the thread until signaled. This is NOT busy waiting — the thread sleeps and consumes no CPU while waiting.



DNS Lookup

- Computers use IP Addresses for website lookup while humans use names
- DNS (Domain Name System) is the phonebook of the internet, mapping IP Addresses to names
- www.google.com → 142.250.69.238



DNS Lookup in C

- `gethostbyname()`
 - older, depreciated
 - works with `hostent` structs

```
struct hostent {  
    char *h_name;           // Official name of the host  
    char **h_aliases;       // Other names (aliases)  
    int h_addrtype;         // Address type  
    int h_length;           // Length of the address  
    char **h_addr_list;     // List of IP addresses (binary form)  
};
```



DNS Lookup in C

```
// Lookup the hostname
struct hostent *he = gethostbyname("google.com");

// Check if lookup failed
if (he == NULL) {
    printf("NOT_RESOLVED\n");
    return 1;
}

// Access the official name
printf("Official name: %s\n", he->h_name);

// Get the first IP address and print it
struct in_addr **addr_list = (struct in_addr **)he->h_addr_list;
printf("First IP: %s\n", inet_ntoa(*addr_list[0]));
```



DNS Lookup in C

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// Access the official name
printf("Official name: %s\n", he->h_name);

// Get the first IP address and print it
struct in_addr **addr_list = (
printf("First IP: %s\n", inet_
```

```
Official name: google.com
First IP: 142.250.72.78
```



C Thread Safety Demo

- Download it here!

